

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claim 1 (currently amended): A gaming device comprising:

a processor;

a plurality of reels controlled by the processor, said reels having a plurality of symbols;

a plurality of different paylines associated with said reels, each payline associated with each of the reels; and

~~means connected to the processor for enabling at least one input device operable to enable~~ a player to wager at least one whole credit having a value,

wherein the processor is programmed to:

(i) automatically apportions the at least one whole credit wagered across a number of the paylines by at least determining a first fraction of said value to be wagered on a first activated payline and a second fraction of said value to be wagered on a second activated payline, the first fraction being different than the second fraction if the value wagered divided by the number of activated paylines results in a remainder as determined by the processor, ~~and~~

~~wherein the processor is adapted to generate a winning outcome, the winning outcome being a multiple of at least one of said first fraction of said value wagered and said second fraction of said value wagered.~~

(ii) if any winning symbol combination occurs on the first activated payline, provide an award to the player based on a multiple of the first fraction of said value, and

(iii) if any winning symbol combination occurs on the second activated payline, provide an award to the player based on a multiple of the second fraction of said value.

Claim 2 (original): The gaming device of Claim 1, wherein the number of paylines are selected from the group consisting of: two, three, four, five, nine, ten, twelve, fifteen, twenty, twenty-five, thirty, forty and fifty.

Claim 3 (currently amended): The gaming device of Claim 1, wherein said ~~wagering means~~ at least one input device includes a bet one credit button.

Claim 4 (currently amended): The gaming device of Claim 1, wherein ~~the wagering means includes means for enabling~~ the at least one input device is configured to enable the player to select said paylines for each fraction wagered.

Claim 5 (currently amended): The gaming device of Claim 1, ~~which includes means controlled by the processor for indicating~~ wherein the processor is programmed to cause an indication of the activated paylines.

Claim 6 (currently amended): The gaming device of Claim 1, ~~which includes means controlled by the processor for indicating~~ wherein the processor is programmed to cause an indication of a total wagered on each activated payline.

Claim 7 (previously presented): The gaming device of Claim 6, wherein said number of paylines is selected from the group consisting of: two, three, four, five, nine, ten, twelve, fifteen, twenty, twenty-five, thirty, forty and fifty.

Claim 8 (currently amended): The gaming device of Claim 7, ~~which includes means connected to the processor for enabling~~ wherein the at least one input device is configured to enable the player to wager a plurality of credits.

Claim 9 (currently amended): The gaming device of Claim 7, wherein a at least one of the first fraction and the second fraction is equal to the value wagered divided by the number of activated paylines.

Claim 10 (currently amended): The gaming device of Claim 1, wherein said processor is programmed to decreases the fraction of the value wagered on each payline as the number of activated paylines increases.

Claim 11 (original): The gaming device of Claim 1, which includes means controlled by the processor for issuing a redeemable ticket which includes credits and fractions of credits.

Claim 12 (original): The gaming device of Claim 1, which includes means controlled by the processor for crediting a card with credits and fractions of credits.

Claim 13 (original): The gaming device of Claim 1, which includes means controlled by the processor for displaying each of the winning outcomes.

Claim 14 (currently amended): The gaming device of Claim 1, wherein the processor is ~~adapted~~ programmed to activate all the paylines for each play activation of the reels.

Claim 15 (currently amended): A gaming device comprising:

a processor;

a plurality of reels controlled by the processor, said reels including a plurality of symbols;

a plurality of paylines associated with said reels, each payline associated with each of the reels; and

~~means connected to the processor for enabling at least one input device operable to enable~~ a player to wager at least one whole credit having a value, wherein the processor is programmed to:

(i) ~~automatically apportions the at least one~~ each whole credit wagered across a number of the paylines by at least determining for each said whole credit a first fraction of the value to be wagered on a first activated payline and a second fraction of the value to be wagered on a second activated payline, the first fraction being different than the second fraction if the value wagered divided by the number of activated paylines results in a remainder ~~as determined by the processor, and~~

~~wherein the processor is adapted to generate a winning outcome, the winning outcome being a multiple of at least one of said first fraction of value wagered and said second fraction of said value wagered.~~

(ii) if any winning symbol combination occurs on the first activated payline, provide an award to the player based on a multiple of the first fractions of said values, and

(iii) if any winning symbol combination occurs on the second activated payline, provide an award to the player based on a multiple of the second fractions of said values.

Claim 16 (currently amended): The gaming device of Claim 15, wherein the ~~wagering means includes means for enabling~~ at least one input device is configured to enable the player to select said paylines for each fraction wagered.

Claim 17 (currently amended): The gaming device of Claim 15, ~~which includes means controlled by the processor for indicating~~ wherein the processor is programmed to cause an indication of the activated paylines.

Claim 18 (currently amended): The gaming device of Claim 15, ~~which includes means controlled by the processor for indicating~~ wherein the processor is programmed to cause an indication of a total wagered on each activated payline.

Claim 19 (original): The gaming device of Claim 15, which includes means controlled by the processor for issuing a redeemable ticket which includes credits and fractions of credits.

Claim 20 (original): The gaming device of Claim 15, which includes means controlled by the processor for crediting a card with credits and fractions of credits.

Claim 21 (currently amended): A gaming device comprising:  
a processor;  
a plurality of reels controlled by the processor, said reels including a plurality of symbols;  
a plurality of paylines associated with said reels, each payline associated with each of the reels; and  
~~means connected to the processor for enabling at least one input device operable to enable~~ a player to wager at least one whole credit having a value,  
wherein the processor programmed to:

~~automatically apportions the at least one whole credit wagered across a number of the paylines by determining a first fraction of said value to be wagered on a first activated payline and a second fraction of said value to be wagered on a second activated payline, the first fraction being different than the second fraction if the value wagered divided by the number of activated paylines results in a remainder as determined by the processor, and~~

~~wherein the processor is adapted to generate a winning outcome, the winning outcome including a multiple of at least one of said first fraction of said value wagered and said second fraction of said value wagered.~~

- ~~(i) automatically apportion the at least one whole credit wagered on a plurality of the paylines by at least determining a fraction of said value to be wagered on each activated payline, at least two of the fractions being different if the value wagered divided by the activated paylines results in a remainder, and~~
- ~~(ii) for each winning symbol combination that occurs on each activated payline, provide an award to the player based on a multiple of the fraction of the value wagered on said activated payline.~~

Claim 22 (currently amended): The gaming device of Claim 21, wherein said ~~wagering means includes means for enabling~~ at least one input device is operable to enable the player to wager a fraction of the value of the at least one credit.

Claim 23 (currently amended): The gaming device of Claim 21, wherein the ~~wagering means includes means for enabling~~ at least one input device is operable to enable the player to select said paylines for each fraction wagered.

Claim 24 (currently amended): The gaming device of Claim 21, ~~which includes means controlled by the processor for indicating~~ wherein the processor is programmed to cause an indication of the activated paylines.

Claim 25 (cancelled)

Claim 26 (original): The gaming device of Claim 21, which includes means controlled by the processor for issuing a redeemable ticket which includes credits and fractions of credits.

Claim 27 (original): The gaming device of Claim 21, which includes means controlled by the processor for crediting a card with credits and fractions of credits.

Claim 28 (currently amended): A gaming device comprising:

a plurality of reels, said reels having a plurality of symbols; and  
a plurality of paylines associated with said reels ~~displayed to a player;~~ each payline associated with each of said reels;

~~means connected to the reels for enabling~~ at least one input device operable to enable the player to wager at least one whole credit on said paylines, the at least one whole credit having a value; and

~~means connected to the wager means operable to automatically apportion the at least one whole credit wagered across a number of the paylines by determining a first fraction of the value to be wagered on a first payline and a second fraction of the value to be wagered on a second payline, the first fraction being different than the second fraction if the value wagered divided by the number of activated paylines results in a remainder.~~

a processor programmed to:

- (i) automatically apportion each whole credit wagered on a plurality of the paylines by at least determining a fraction of said value to be wagered on each activated payline for each whole credit wagered, at least two of the fractions being different if the value wagered divided by the activated paylines results in a remainder, and
- (ii) for each winning symbol combination that occurs on each activated payline, provide an award to the player based on a multiple of the fractions of the values wagered on said activated payline.

Claim 29 (cancelled)

Claim 30 (currently amended): The gaming device of Claim 28, wherein the ~~payline activating means includes means for enabling~~ at least one input device operable to enable the player to select the activated paylines.



Claim 31 (currently amended): A gaming device operable under control of at least one processor, said gaming device comprising:

a plurality of reels, said reels having a plurality of symbols;

a plurality of paylines associated with said reels, each payline associated with each of said reels~~and displayed to a player;~~

~~means connected to the plurality of reels for enabling~~ at least one input device operable to enable the player to wager at least one whole credit on said paylines, the at least one whole credit having a value; and

~~means connected to the wager means operable~~  
said processor programmed to

(i) automatically apportion the at least one whole credit wagered across a number of the paylines by at least determining a first fraction of the value to be wagered on a first payline and a second fraction of the value to be wagered on a second payline, the first fraction being different than the second fraction if the value wagered divided by the number of activated paylines results in a remainder, and said first fraction and said second fraction decrease as the number of activated paylines increases., and

(ii) for each winning symbol combination that occurs on each activated payline, provide an award to the player based on a multiple of the fraction of the value wagered on said activated payline.

Claim 32 (cancelled)

Claim 33 (cancelled)

Claim 34 (currently amended): A gaming device operable under control of at least one processor, said gaming device comprising:

a plurality of reels, said reels having a plurality of symbols;

a plurality of paylines associated with said reels ~~and displayed to a player, each~~ payline associated with each of said reels;

~~means for enabling at least one input device operable to enable~~ the player to wager at least one whole credit on said paylines, the at least one whole credit having a value;

~~means operable~~ said at least one processor operable to

(a) control the reels;

(b) automatically apportion the at least one whole credit wagered across a number of the paylines by at least determining a first fraction of the value to be wagered on a first payline and a second fraction of the value to be wagered on a second payline, the first fraction being different than the second fraction if the value wagered divided by the number of activated paylines results in a remainder; and

~~a processor for controlling said reels, wagering means and activating means and for~~

(c) ~~providing~~ the player a multiple of the value wagered on each activated payline which has a winning outcome.

Claim 35 (currently amended): A method for operating a gaming device, said method comprising the steps of:

- (a) enabling a player to wager at least one whole credit having a value, said wager on a plurality of paylines associated with a plurality of reels, each payline associated with each of said reels;
- (b) automatically apportioning the at least one whole credit wagered across a number of the paylines by at least determining a first fraction of the wagered value for a first payline and a second fraction of the wagered value for a second payline, the first fraction being different than the second fraction if the wagered value divided by the number of activated paylines results in a remainder; and
- (c) providing a payout to the player for each activated payline which has a winning outcome, the payout being a multiple of at least one of the first fraction of the wagered value and the second fraction of the wagered value.

Claim 36 (withdrawn): A gaming device comprising:

a processor;  
a multi-hand video poker game controlled by the processor; and  
means connected to the processor for enabling a player to wager at least one credit, wherein the processor activates more than hand for at least one credit wagered, wherein a fraction of said credit wagered is wagered on each hand, and provide to the player a winning outcome for each activated hand that is a multiple of said fraction of said credit wagered on each activated hand.

Claim 37 (withdrawn): The gaming device of Claim 36, wherein said wagering means includes means for enabling the player to wager a fraction of each of a plurality of credits on said hands.

Claim 38 (withdrawn): The gaming device of Claim 36, wherein the wagering means includes means for enabling the player to select said hands for each credit wagered.

Claim 39 (withdrawn): The gaming device of Claim 36, which includes means controlled by the processor for issuing a redeemable ticket which includes credits and fractions of credits.

Claim 40 (withdrawn): The gaming device of Claim 36, which includes means controlled by the processor for crediting a card with credits and fractions of credits.

Claim 41 (withdrawn): A gaming device comprising:

a processor;

a multi-hand video poker game controlled by the processor; and

means connected to the processor for enabling a player to wager at least one credit and to activate more than one of the hands for at least one credit wagered by the player, wherein a fraction of said credit wagered is wagered on each activated hand, and wherein the processor is adapted to provide to the player a winning outcome for each activated hand that is a multiple of said fraction of said credit wagered on each activated hand.

Claim 42 (withdrawn): The gaming device of Claim 41, wherein said wagering means includes means for enabling the player to wager a fraction of each of a plurality of credits on each of said hands.

Claim 43 (withdrawn): The gaming device of Claim 41, wherein the wagering means includes means for enabling the player to select said hands for each credit wagered.

Claim 44 (cancelled)

Claim 45 (cancelled)

Claim 46 (cancelled)

Claim 47 (cancelled)

Claim 48 (cancelled)